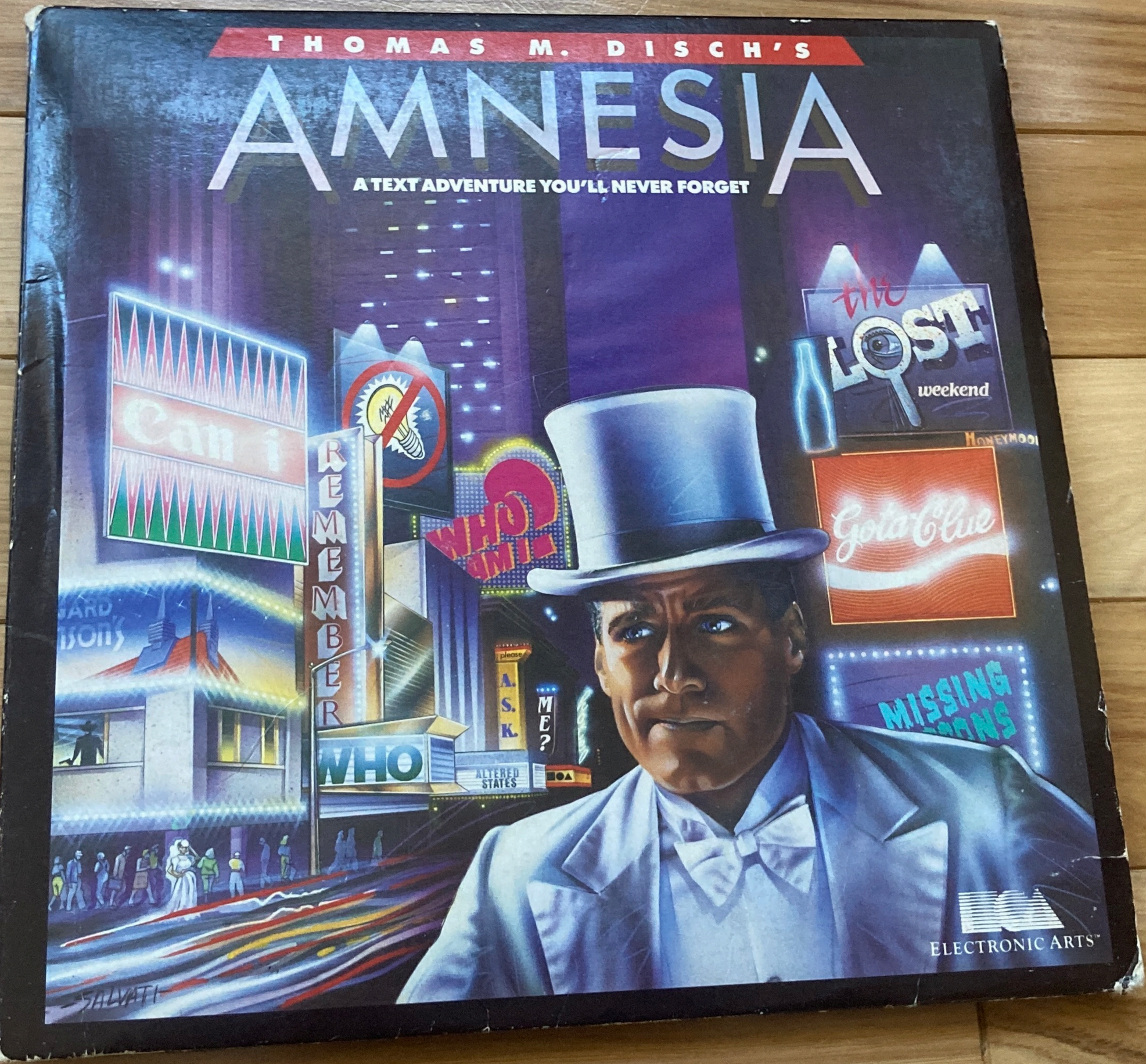
THOMAS M. DISCH'S

AMNESIA

A TEXT ADVENTURE YOU'LL NEVER FORGET



A STRANGE WOMAN WANTS
TO MARRY YOU.
A STRANGE MAN IS TRYING TO KILL YOU.
THE STATE OF TEXAS WANTS YOU FOR MURDER.
BUT THAT'S NOT YOUR PROBLEM.
YOUR REAL PROBLEM IS . . .

AMNESIA

The nightmare begins in a hotel room in midtown Manhattan. As you take stock of the situation you realize that you have no clothes and no money, and worse still, your memory seems to have been replaced with an unyielding dense fog. But this much you do know: Manhattan is jungle enough under the best of circumstances. Putting it simply, if you don't soon discover who you are and what you're doing, you will surely come to an untimely demise. Or worse. Your destiny is completely in your hands . . .

Suppose you find yourself in Times Square at midnight and you are approached by a gun-toting mugger. You can try to REASON WITH HIM, or simply FIGHT, or even TAKE HIS GUN AND THROW IT IN THE GARBAGE CAN AND SAY "YOUR MAMA" AND THEN RUN. But where can you run to? And where will you find food, money, or shelter? Gather your wits. You may find puzzling clues to your identity among the byways, landmarks, and characters of New York City.

> You are locked in a cell. It is bare and dark and smells of lives gone sour. The only light is a feeble flourescent glow that slants in through the louvered grill in the iron door. Your hands are sore, and your right eye is swollen shut. You ache all over.
>
> Worse than the ache is the hunger, and worse than the hunger is the fear that you will never leave this cell alive.

You may even run into Thomas M. Disch himself as you attempt to untangle the threads of your pre-amnesic existence.

Hitchcockian in its intricacy and dark humor, *Amnesia* will take you on a journey you'll never forget.

THOMAS M. DISCH is a science fiction writer's science fiction writer. In addition to his 1980 Campbell Award for *On Wings of Song*, Disch has received major science fiction and fantasy awards in England and Japan.

"A robust writer . . . a virtuoso." —*The New York Times Book Review*

"Today no intelligent person dares call him/herself well read without a thorough grounding in Disch's work." —Harlan Ellison

"He tosses off bits of verbal virtuosity the way a fine jazz player tosses off musical phrases." —*Chicago Tribune Book World*

TECHNICAL FEATURES

■ 4 disk sides ■ 1500 word vocabulary
■ Internal clock that keeps track of time as you play, so that at night stores close, muggers emerge, the evening news is televised, and you start to feel hungry and sleepy
■ Novel-length manuscript, possibly the largest ever in a major text adventure
■ Close to 4000 separate locations in Manhattan, including 650 streets
■ Includes virtually the entire Manhattan subway system ■ Recognizes complicated commands in plain English
■ Requires money or credit cards to buy food, clothes, hotel rooms, and phone calls
■ Unique scoring system awards points for character development, survival, and solving the mystery
■ Includes address book, a map of Manhattan, and a tourist guide ■

ELECTRONIC ARTS™

WRITTEN BY Thomas M. Disch / PROGRAMMING: Kevin Bentley / ADDITIONAL SUPPORT: Charles Kreitzberg, James Terry, Pat Reilly
PRODUCER: Don L. Daglow / ASSOCIATE PRODUCER: Shelley Day / TEST COORDINATION: Sherry Herrgott / PACKAGE COPY: Nicholas Lavroff / ART DIRECTOR: Nancy Fong
PACKAGE DESIGN: Howard Jacobsen/Triad / COVER ILLUSTRATION: Jim Salvati / PHOTOGRAPHS: Jamie Spraecher / DEDICATED TO Glen Hartley

ABOUT OUR COMPANY: We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for success. Our products, like this program, are evidence of our intent. If you'd like a product brochure, please send $.50 and a self-addressed, stamped envelope to: Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.

Electronic Arts provides a ninety day warranty on the recording media. See limited warranty statement enclosed. This warranty does not apply to the software programs themselves, which are provided *as is*. Made in U.S.A.

AMNESIA
LOST
MISSING
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- Recognizes complicated commands in plain English
- Realistic passage of time
- Recognizes clothes, hotel rooms, and phone calls
- Multiple endings
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CREDITS: Thomas M. Disch / PROGRAMMING: Kevin Bentley / ADDITIONAL SUPPORT: Charles Kreitzberg, James Terry, Pat Reilly / MANUAL: Rob E. Zdybel / MANUAL PRODUCTION: Shelley Day / TEXT COORDINATION: Sherry Herbyon / ART DIRECTION: Nancy Fong / ILLUSTRATIONS: Jim Salvati / PHOTOGRAPHS: Jamie Spraecher / PACKAGE COPY: Nicholas Lovroff / DEDICATED TO Glen Harrley

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Apple II+, //e, //c; 64K

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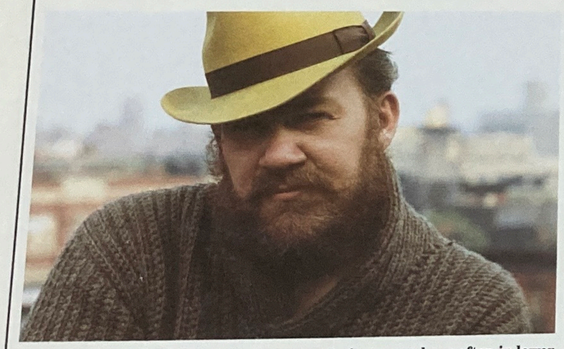

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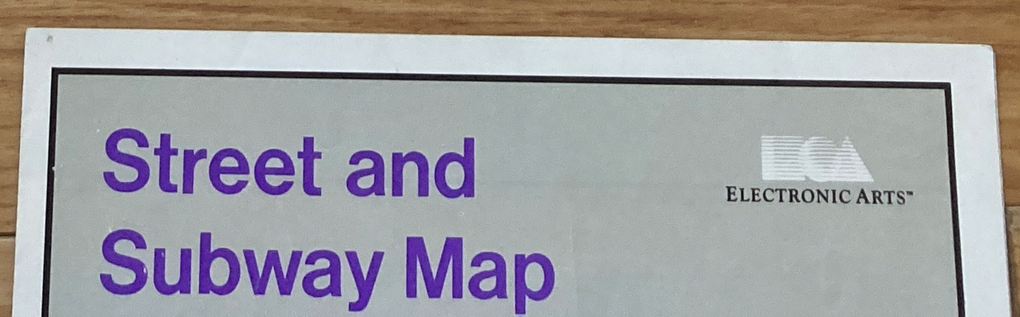

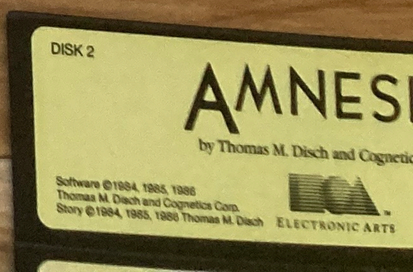
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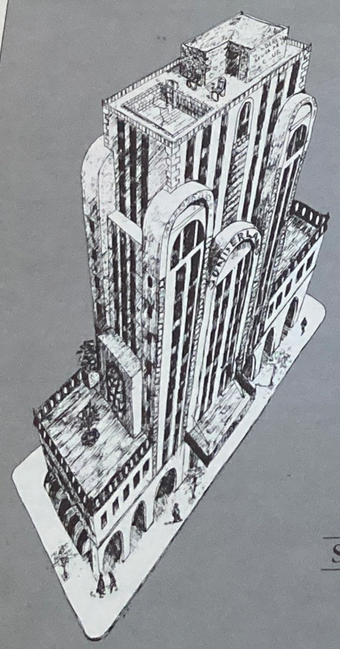

A Visitors Guide to New York City

Compliments of
The SUNDERLAND HOTEL
53rd Street at 5th Avenue

Street and Subway Map to Manhattan

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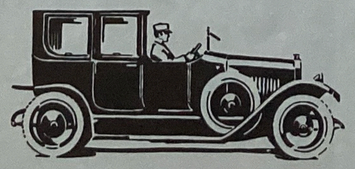

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Worse than the ache in the hunger, and worse than the hunger is the fear that you will never leave this cell alive.

You may even run into Thomas M. Disch himself as you attempt to untangle the threads of your pre-amnesic existence. Hitchcockian in its intricacy and dark humor, *Amnesia* will take you on a journey you'll never forget.

THOMAS M. DISCH is a science fiction writer's science fiction writer. In addition to his 1980 Campbell Award for *On Wings of Song*, Disch has received major science fiction and fantasy awards in England and Japan.

"A robust writer . . . a virtuoso." —*The New York Times Book Review*

"Today no intelligent person dares call him/herself well read without a thorough grounding in Disch's work." —Harlan Ellison

"He tosses off bits of verbal virtuosity the way a fine jazz player tosses off musical phrases." —*Chicago Tribune Book World*

TECHNICAL FEATURES

- 4 disk sides
- 1500 word vocabulary
- Internal clock that keeps track of time as you play, so that at night stores close, muggers emerge, the evening news is televised, and you start to feel hungry and sleepy
- Novel-length manuscript, possibly the largest ever in a major text adventure
- Close to 4000 separate locations in Manhattan, including 650 streets
- Includes virtually the entire Manhattan subway system
- Recognizes complicated commands in plain English
- Requires money or credit cards to buy food, clothes, hotel rooms, and phone calls
- Unique scoring system awards points for character development, survival, and solving the mystery
- Includes address book, a map of Manhattan, and a tourist guide

ELECTRONIC ARTS™

WRITTEN BY Thomas M. Disch / PROGRAMMING: Kevin Bentley / ADDITIONAL SUPPORT: Charles Kreitzberg, James Terry, Pat Reilly
PRODUCER: Dan L. Duglow / ASSOCIATE PRODUCER: Shelley Day / TEST COORDINATION: Sherry Herrgott / PACKAGE COPY: Nicholas Lovroff / ART DIRECTOR: Nancy Fong
PACKAGE DESIGN: Howard Jacobson/Triad / COVER ILLUSTRATION: Jim Salvati / PHOTOGRAPHS: Jamie Spreuher / DEDICATED to Glen Hartley

ABOUT OUR COMPANY: We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm we think there's a good chance for success. Our products, like this program, are evidence of our intent. If you'd like a product brochure, please send $.50 and a self-addressed, stamped envelope to: Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.

Electronic Arts provides a ninety day warranty on the recording media. See limited warranty statement enclosed. This warranty does not apply to the software programs themselves, which are provided *as is*. Made in U.S.A.

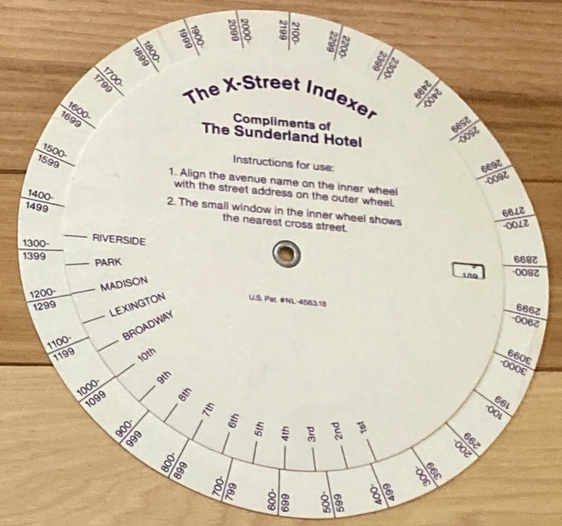
Electronic Arts

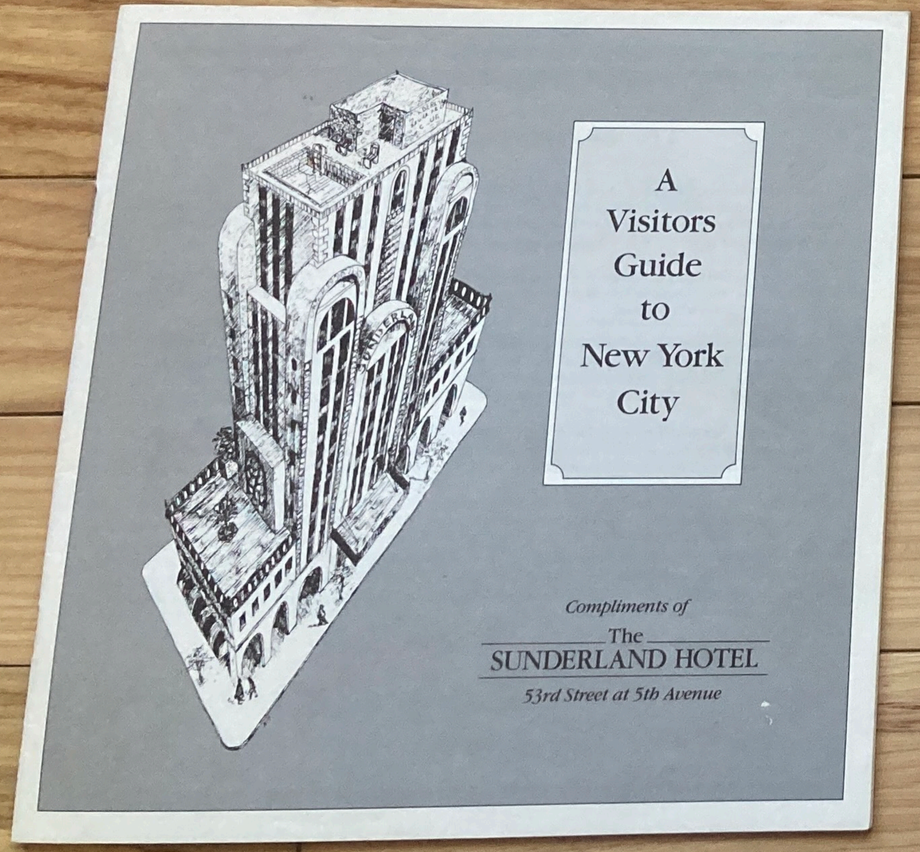
THOMAS M. DISCH'S

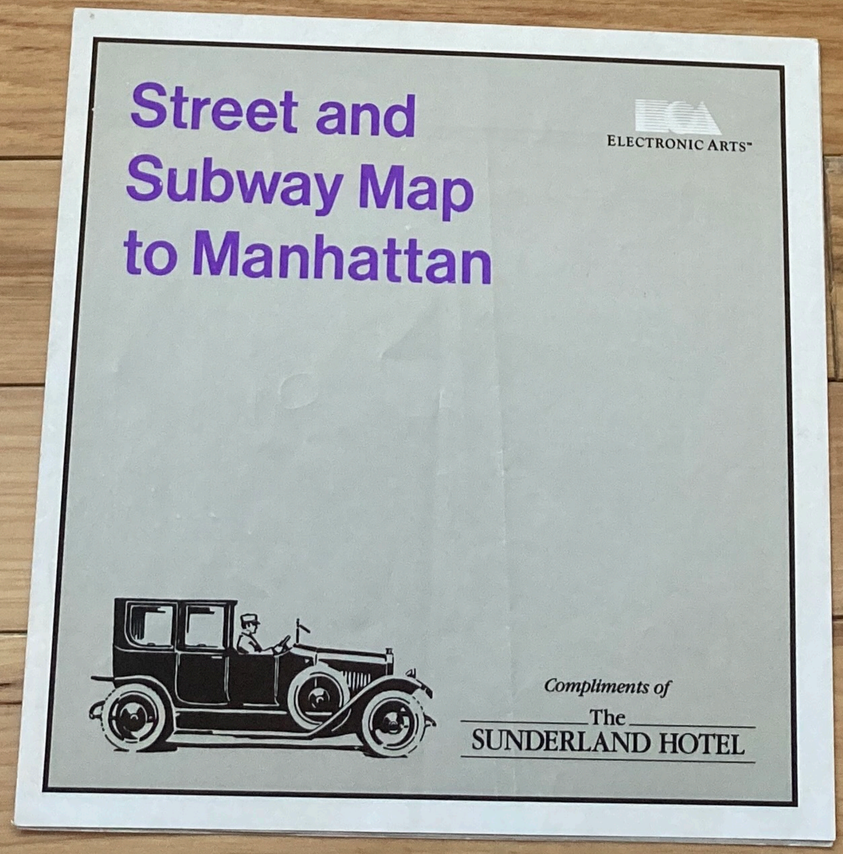
AMNESIA

A TEXT ADVENTURE YOU'LL NEVER FORGET

ELECTRONIC ARTS™







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AMNESIA
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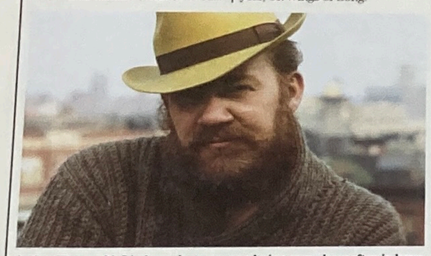
TEXAS MURDERER IDENTIFI

Famous Science Fiction Writer Lost in Manhattan

NEW YORK—Author Thomas M. Disch, renowned for his works of science fiction, mystery, and horror, has been reported missing to local authorities. Creator of *Amnesia*, he is also the author of *On Wings of Song*, *Camp Concentration*, *Fun with Your New Head*, and *The Businessman: A Tale of Terror*.

According to *The Science Fiction Encyclopedia* (Dolphin Books, 1979), Disch is "perhaps the most respected, least trusted, most envied . . . of all modern SF writers of the first rank: his reputation can only grow." In 1980, Disch received a Campbell Award for the best science fiction novel of the year, *On Wings of Song*.



Author Thomas M. Disch was last seen wandering around a rooftop in lower Manhattan. Authorities are baffled by the disappearance of this highly acclaimed science fiction writer.

Amnesia Released

Millions Forget About Everything Else

The Amnesia Phenomenon

Why This Game Is So Unique

SAN MATEO, CA—The developers of *Amnesia* today explained why the text adventure has become so wildly popular.

"*Amnesia* is a hybrid, a cross between a novel and a game," said a representative of Electronic Arts. "It is a novel because it has characters and a plot, and follows the traditional structure of a modern work of fiction—introduction, plot development, climax, and denouement. Unlike traditional novels, however, *Amnesia* develops its story by using the player's input, so that the order of events is under the reader's control, not the novelist's. Thus, if you feel that you should find something to eat before riding the subway, you can do so by using the appropriate commands.

"Bear in mind, however, that choosing one course of action over another can throw you into a whole new storyline, or into a series of dead ends, only some of which might offer the possibility of escape. In this way, *Amnesia* is more like a game (and a little like life), since solving the mystery requires a combination of skill, good fortune, and perseverance."

Graffiti Artists Up Against the Wall

NEW YORK—Members of the Cognetics Graffiti Committee met this week in the East Village to organize protests against new pressures from the city administration. Also known for their work in developing *Amnesia*, committee members include (l. to r.) Pat Reilly, Kevin Bentley, Lis Romanov, and Charlie Kreitzberg.

A… B…

SAN … the … tron … folde … tron … und … trad … A … cho … Hea … T … Cut … rop … So … Ma … the … tio … Or … fo … G … U … M … lu … R … F … L … C … a …

…Not to …orgotten

CA—In the wake of …s of *Amnesia*, Elec… …as reminded its loyal … its other popular elec… …s, all of which appear … …mous Electronic Arts …

…e Construction Set, Ar… …n II: Adept, Arcticfox, …ica, Axis Assassin. …l's Tale, Carriers at War, …aste, DeluxePaint, Eu… …e, Financial Cookbook, …olden Oldies, Hard Hat …vie Maker, Murder on …neuf, Music Construc… …r. J and Larry Bird Go …e. …Construction Set, Reach …ars, The Seven Cities of …ox, The Standing Stones, …, Ultima IV, Wilderness, …Mail Order Monsters, De… …sic Construction Set, …mpossibility, Touchdown …Racing Destruction Set, …Conquest, Calculator …tion Set, Get Organized! …as?

…o remind the reader once …iventure Construction Set, …Archon II: Adept, Arctic… …rt of Africa, Axis Assassin, …d's Tale. …Carriers at War, Cut and Paste, DeluxePaint, Europe Ablaze, Financial Cookbook, Software Golden Oldies, Hard Hat Mack, Movie Maker, Murder on the Zinderneuf, …Construction Set.

Programming Geniuses Fit Manhattan into Computer

PRINCETON, NJ—Cognetics Corp., a software company headquartered here, announced today that they have managed to fit Manhattan onto two computer disks, a feat that would have been considered impossible a few years ago. Cognetics managed this remarkable achievement by shrinking each "bit," the fundamental element of computer language, to a size about one-tenth of the original.

The new element, called a "bitsy," promises to revolutionize the software industry by making it possible to put vast amounts of information onto floppy disks. In the present case, Cognetics has put 3,545 intersections, 94 subway stations, and 200 landmarks onto two disks.

What's next for Cognetics? According to a company spokesperson, Cognetics is currently working on shrinking the bit even further, to produce a new microelement tentatively known as the "itsy-bitsy." If successful, Cognetics may well be able to cram the whole North American continent onto one disk, which analysts predict would cause havoc in the real estate industry.

Thousands Forget to Pay Taxes; IRS …

Suspect Found Wandering th… Streets of Ne… York; Escapes … Authorities

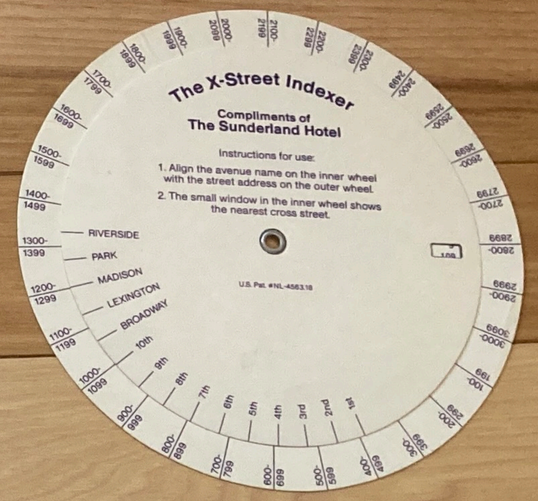
DALLAS—Local authorities tod… announced the finding and sub… sequent disappearance of a su… pect in a recent Texas slaying. … case, which has baffled law en… ment officials for the past yea… now taken a new surprise turn …

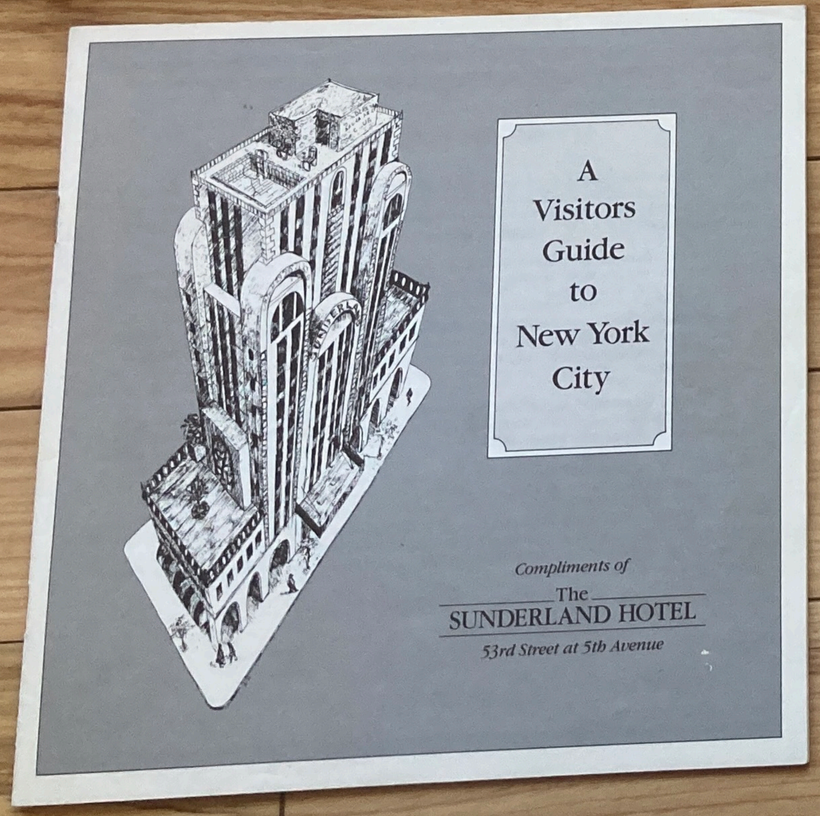
Manhattan Maps a Hit

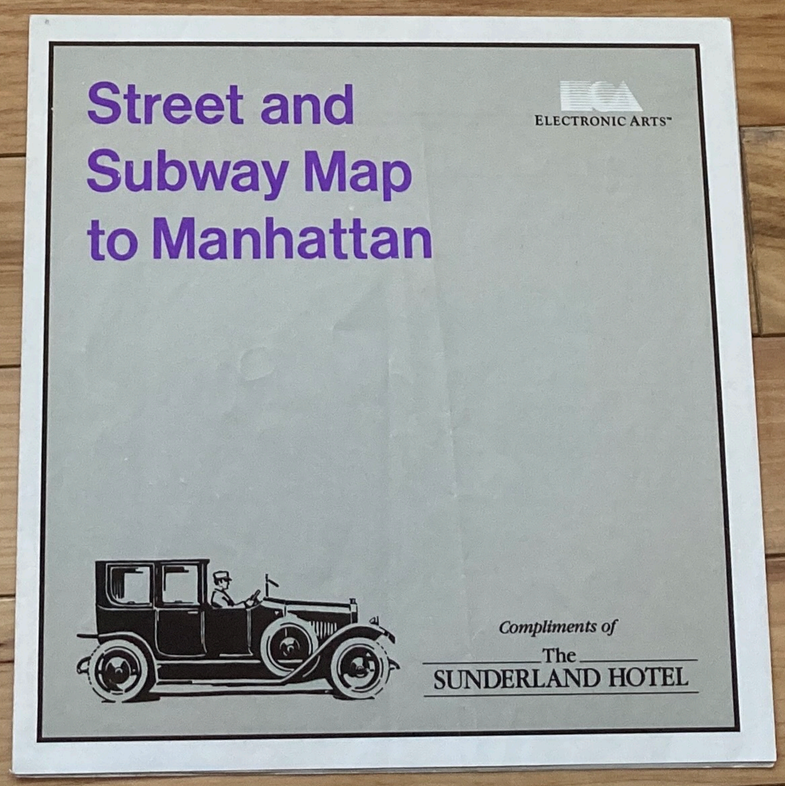
NEW YORK—Manhattanites p… themselves on knowing whe… (and who) they are at any gi… time. Their secret can be fou… those small folding maps th… ways carry with them, and w… provide them with all the in… tion they need to find their w… around the Big Apple. The m… clude a complete street and… way directory as well as inf… tion about landmarks and … points of interest. Although … hattan can be overwhelmin… the first-time visitor, one of … street maps can turn a nigh… of disorientation into a wel… planned tour.

Our roving reporter went … into the streets of Manhatt… terview passersby about t… maps. Here are some of th… sponses:

"I'd be lost without it," … of Gramercy Park. …







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DISK 1
111902
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The X-Street Indexer

Compliments of
The Sunderland Hotel

Instructions for use:

1. Align the avenue name on the inner wheel with the street address on the outer wheel.
2. The small window in the inner wheel shows the nearest cross street.

U.S. Pat. #NL-4563.18

RIVERSIDE
PARK
MADISON
LEXINGTON
BROADWAY

1st
2nd
3rd
4th
5th
6th
7th
8th
9th
10th

1-99
100-199
200-299
300-399
400-499
500-599
600-699
700-799
800-899
900-999
1000-1099
1100-1199
1200-1299
1300-1399
1400-1499
1500-1599
1600-1699
1700-1799
1800-1899
1900-1999
2000-2099
2100-2199
2200-2299
2300-2399
2400-2499
2500-2599
2600-2699
2700-2799
2800-2899
2900-2999
3000-3099

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9

1000-1099
1100-1199
1200-1299
1300-1399
1400-1499
1500-1599
1600-1699
1700-1799
1800-1899
1900-1999
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3100-3199
3200-3299
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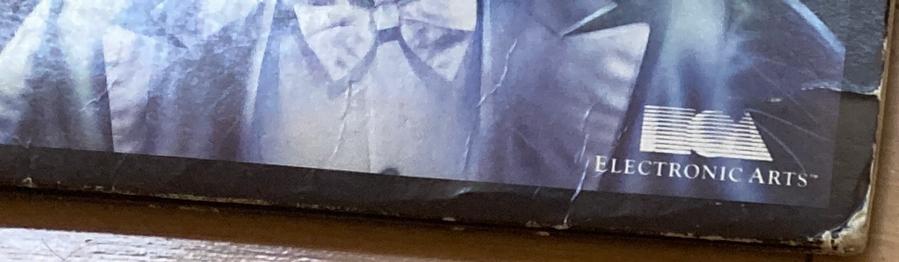
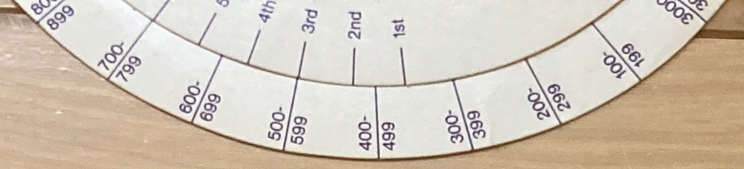
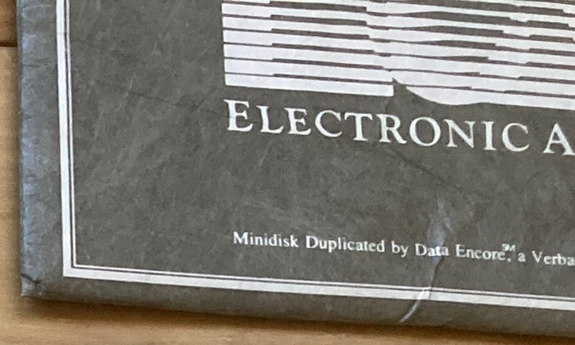
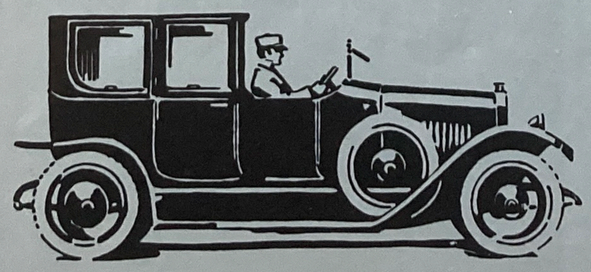






Street and Subway Map to Manhattan

ELECTRONIC ARTS™



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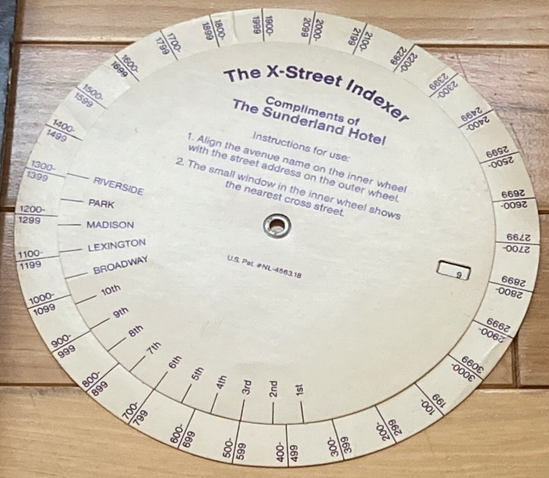
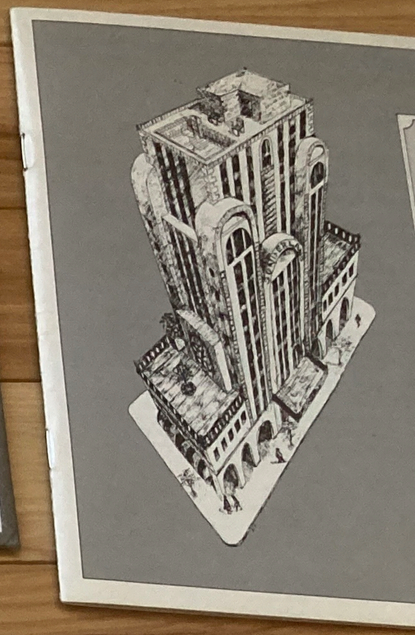
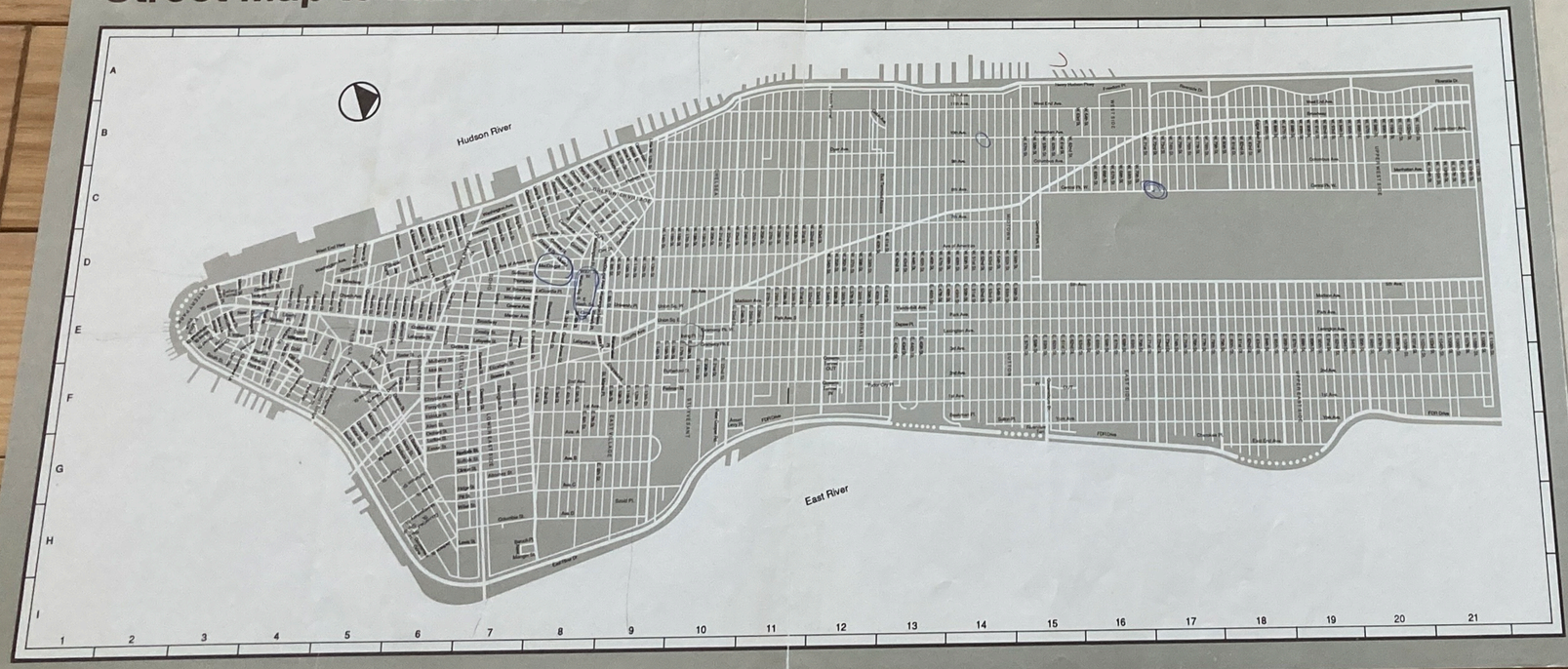




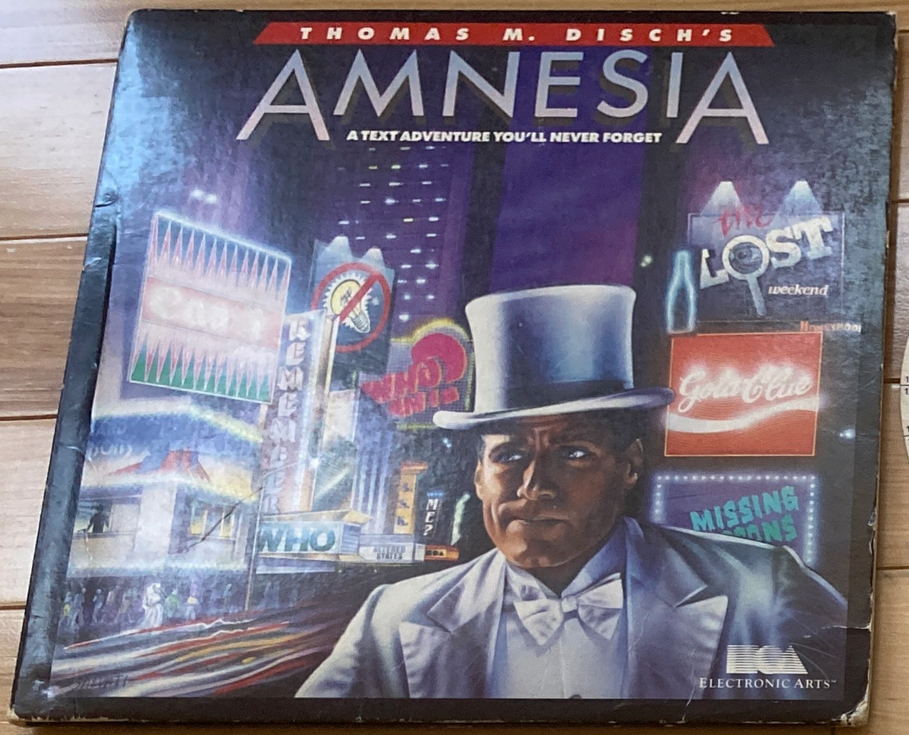
Street Map to Manhattan

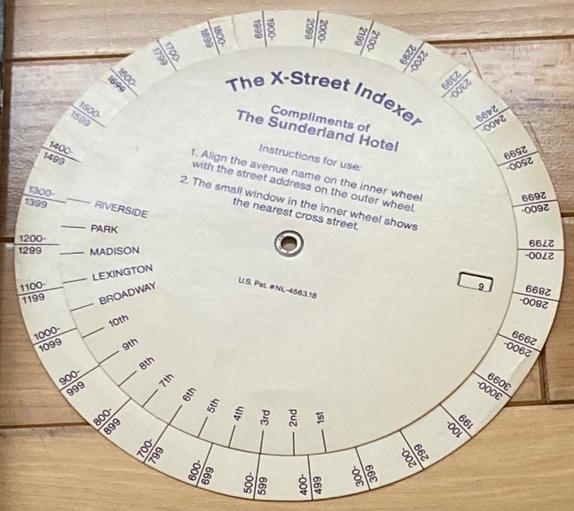


Street Index to Manhattan

Albany	D3	Doyers	F5	La Guardia Pl	D7	Rutgers	G6
Amsterdam Ave	B9-21	Duane	E5	Lafayette	E5,6,7	Rutherford Pl	F9
Ann St	E4	Dutch	E4	Laight	D6		
Asser Levy Pl	G10	Dyer Av	B12	Leonard	E6	St James Pl	G5
Astor Pl	E6			Leroy	C6	St Marks Pl	F6
Attorney	G7	East Broadway	G5	Lexington Av	H6	Second Av	F6-21
Ave A	G8	E Houston	F7	Lewis	E3	Seventh Av	
Ave B	G8	East River Dr	I6,7,8,G9-20	Liberty Pl	E10-21	(Fashion Av)	C9-15
Ave C	H6	East End Av	G18	Lincoln Tunnel	D3	Seventh Av South	D6
Ave D	H6	Edgar Allen Poe	C18	Lispenard	A12	Sheridan Sq	C8
Ave of the Americas	D5-15	Edgar	E3	Little West 12th	E6	South	F2,3-6
		Eighth Av	C9-14	Ludlow	C9	5 William	E9
Bank	C8	Eldridge	G6		C6	Spring	D,E,7
Barclay	D4	Eleventh Av	B10-21			Spruce	E4
Barrow	C7	Elizabeth	F6	MacDougal Alley	D7	Stanton	F,G,7
Baruch Pl	H7	Elk	E5	MacDougal	D7	Staple	E5
Battery Pl	D2	Ericsson Pl	D8	Madison Av	E10-21	State	E2
Baxter	F5	Essex	G6	Madison	G6	Stone	E2
Bayard	F5	Exchange Pl	D8	Maiden La	F4	Stuyvesant	F8
Beach	C7			Mangin	H7	Suffolk	G6
Beaver	E3	Fashion Av		Manhattan Av	C21	Sullivan	F7
Bedford	D8	(7th Av)	C9-15	Manhattan Bridge	G5	Sutton Pl	G15
Beekman Pl	G14	Fifth Av	E9-21	Market Slip	C9	Sixth Pl	G9
Beekman	E4	First Av	F7-21	Marketfield	F4		
Bethune	C8	Fletcher	F3	Mercer	E6	Tenth Av	B9-21
Bleecker	C8	Forsyth	G6	Minetta La	C8	Thames	D3
Bloomfield	B9	Fourth Av	F9	Minetta Pl	C8	Third Av	F9-21
Bond	F8	Frankfort	F4	Monroe	G6	Thomas	E5
Bowery	F6,7	Franklin D Roosevelt Dr	I6,7,8,G9-20	Montgomery	H6	Thompson	E5
Bridge	E2	Franklin Pl	B17	Moore	F2	Times Square	D13
Broad	E3	Franklin	D5	Morris	D3	Trinity Pl	F3
Broadway	E3-21	Freedom Pl	A17	Morton	C7	Tudor City Pl	F12
Brooklyn Bridge	C4	Fulton	F4	Mott	F6,7	Twelfth Av	B9-15
				Mulberry	D6		
Canal	C-G6	Galvin Av	B12	Murray		Union Sq	E9
Catherine La	F4	Gansevoort	C9			Union Sq East	E9
Catherine	F5	Gay	D8	Nassau	E3,4	Union Sq West	E9
Cedar	F3	Gold	E4	New	F12	University Pl	E8,9
Carlisle	B3	Gouverneur La	F3	New	G5		
Carmine	D7	Gouverneur	H-6	Ninth Av	G9-21	Vandam	D7
Cathedral Pkwy	B21	Gramercy Park E	F10	Norfolk	G6	Vanderbilt Av	F13
Central Park West	C15-21	Gramercy Park W	F10	N. Moore	D6	Varick	D5,6
Central Park South	D15	Grand	E6			Vesey	D4
Centre	E4,5,6	Great Jones	F8	Old Slip	F3	Vestry	D4
Chambers	F5	Greene	E8	Oliver	F5		
Charles La	C8	Greenwich Av	D9	Orchard	G6	Walker	E5
Charles	C8	Greenwich	D3-8			Wall	E3
Charlton	C7	Grove	C8	Park Av	E12-21	Wanamaker Pl	F8
Cherry	G5			Park Av South	E15-12	Warren	F5
Christopher	C8	Hamill Pl	E4	Park Pl	D4	Washington Mews	D8
Chrystie	F6	Hanover	F3	Park Row	F5	Washington Pl	D8
Church	E4,5	Harrison	D5	Park	E4	Washington Sq E	E8
Clarkson	C7	Henry Hudson Parkway	A17-21	Pearl	F2,3,4	Washington Sq N	E9
Cleveland Pl	E6	Henry	G5	Perk Slip	F4	Washington Sq S	D8
Cliff	F4	Hester	F6	Pell	F4	Washington Sq W	D8
Clinton	G5,8	Holland Tunnel	G6	Perry	C8	Washington	E8
Coenties Slip	F3	Horatio	C8	Pike	G5	Water	F3,4
Collister	D6	Howard	E6	Pine	F3	Watts	D6
Columbia	H7	Hubert	D6	Platt	H6	Waverly Pl	D8
Columbus Ave	C9-21	Hudson	D5,6,7	Prince	F4	West Broadway	F6,7
Columbus Cir	C15				D7,E7	West 11th	C8
Commerce	C8	Irving Pl	E9,10			West End Ave	B10-21
Cornelia St	D8			Queensboro Bridge	G15	West 4th	C8
Cortlandt Alley	E4	Jackson	H6	Queens-Midtown Tunnel	G13	W Houston St	E7
Cortandt	E4	James	C6			West Side Hwy	D,C,B2-9
Crosby	E6	Jane	C8	Reade	F5	White	E3
		Jay	D5	Rector	D3	Whitehall	E3
Delancy	F6	Jefferson	G6	Renwick	D7	Willet	H6
Depew Pl	E13	Jersey	F7	Ridge	G7	William	E4
Desbrosses	D6	John	E4	Riverside Dr	B17-21	Williamsburg Bridge	F7
Dey	E4	Jones	D6	Riverview Terr	G14	Wooster	E8
Division	G5,6			Rivington	F7	Worth	E5
Dominick	D7	Kenmare	F6	Robert F Wagner Sr Pl	F4		
Dover	F4	King	D7	Rockefeller Plaza	D13	York Ave	G14-16
Downing	D7			Rose	F4	York	D8

111907


THOMAS M. DISCH'S
AMNESIA
A TEXT ADVENTURE YOU'LL NEVER FORGET
the LOST
weekend
Gold Coast
MISSING
WHO
ELECTRONIC ARTS™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RIVERSIDE
PARK
MADISON
LEXINGTON
BROADWAY
10th
9th
8th
7th
6th
5th
4th
3rd
2nd
1st

DISK 2
AMNESIA
by Thomas M. Disch and Cognetics Corp.
ELECTRONIC ARTS
DISK 1
AMNESIA
by Thomas M. Disch and Cognetics Corp.
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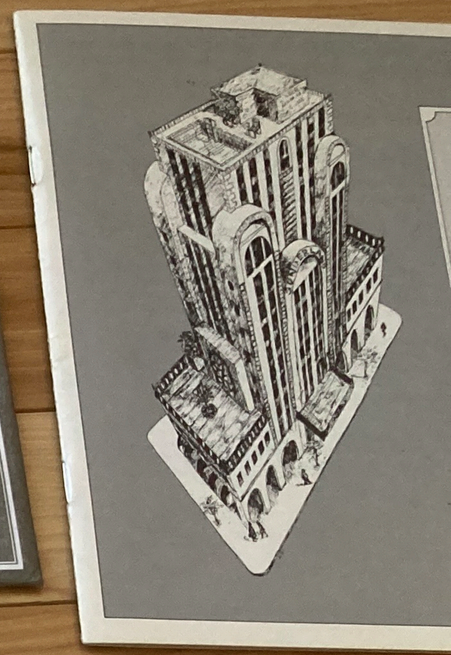
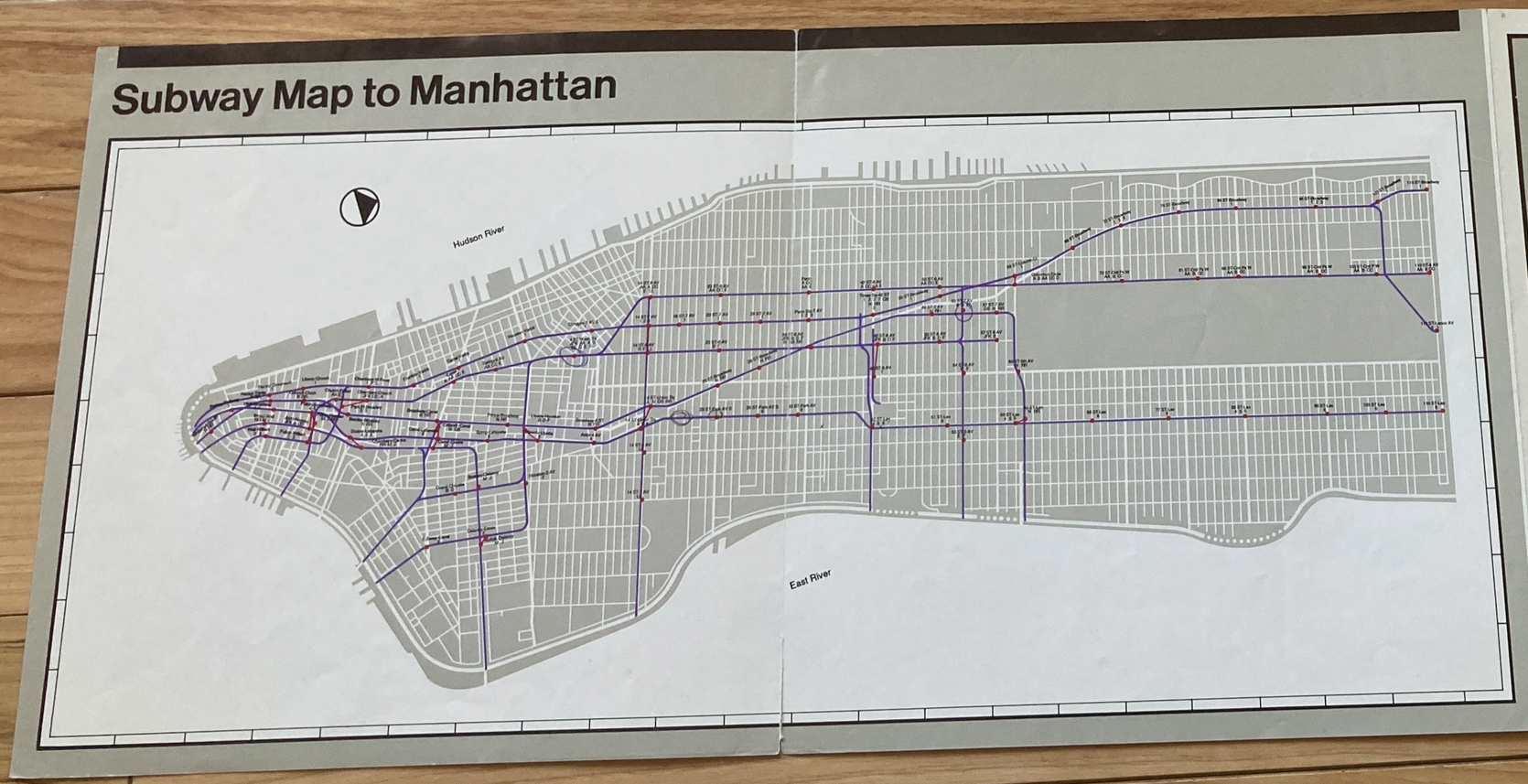
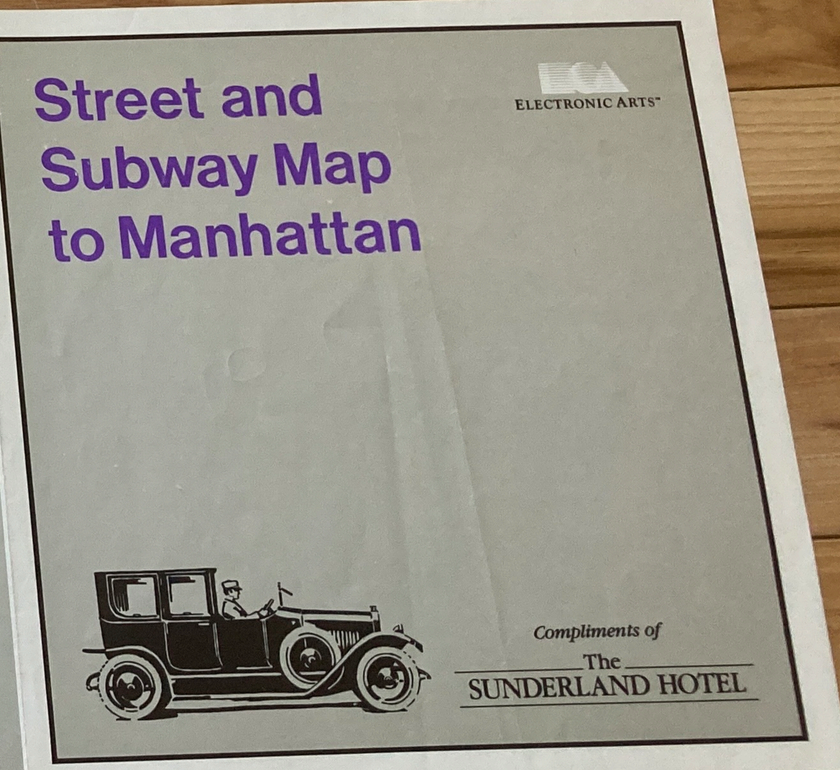



Subway Map to Manhattan
Hudson River
East River


Street and Subway Map to Manhattan
ELECTRONIC ARTS™
Compliments of
The SUNDERLAND HOTEL

Hudson River

East River

14 ST-8 AV
AA A CC
E LL

23 ST-8 AV
AA CC E

Penn
A CC
AA E

42 ST-8 AV
A CC AA E

14 ST-7 AV
1 2 3

18 ST-7 AV
1

23 ST-7 AV
1

28 ST-7 AV
1

Penn Sta-7 AV
1 2 3

Chrstphr-7 AV S
1

Houston-Varick
1

4 ST-Wash Sq
JFK AA A B
CC D E F

14 ST-6 AV
B F LL

23 ST-6 AV
B F

34 ST-6 AV
JFK B D F
N QB RR

Canal-Varick
1

Spring-6 AV
AA CC E

Canal
A AA CC E

Franklin-Varick
1

Chambers-W Bway
1 2 3

Liberty-Church
1

Rector-Greenwch
1

Rector-Trinity
N RR

Crtlandt-Chrch
N RR

Church-Fulton
AA E

Chambers-Church
JFK CC A

Battery-Pl-Bway
1

Wall-Broadway
4 5

Fulton-Broadway
4 5

Park Pl-Broadway
2 3

Whitehall-South
N RR

Broad-Wall
RR M J

John-Nassau
JFK A CC

Fulton-Nassau
M J RR

Barclay-Broadway
N RR

Wall-William
2 3

Fulton-William
2 3

Duane-Lafayette
4 5 6

Chambers-Centre
RR M J

Broadway-Canal
N RR

Canal-Lafayette
6

Crtlandt-Canal
N QB

Canal-Centre
M J

Prince-Broadway
N RR

Spring-Lafayette
6

Lfyette-Houston
B D F

Bleeckr-Lfyette
6

Broadway-8 ST
N RR

Astor-4 AV
6

28 ST-Broadway
N RR

23 ST-Broadway
N RR

14 ST-Union Sq
L N QB RR

14 ST-Union Sq
4 5 6

23 ST-Park AV S
6

28 ST-Park AV S
6

33 ST-Park AV
6

14 ST-3 AV
L

14 ST-1 AV
L

Bowery-Delancy
M J

Grand-Chrystie
B D

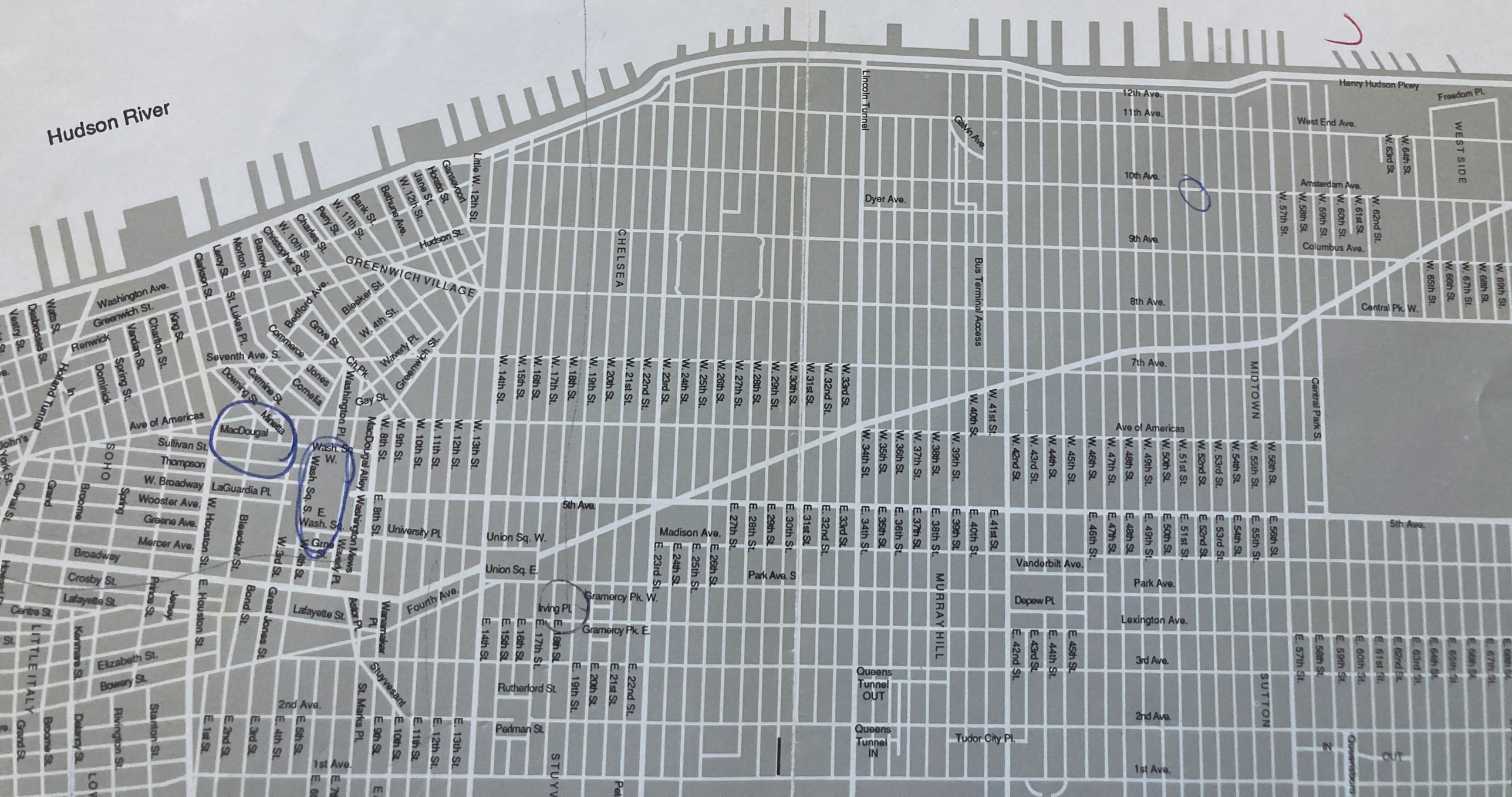
Houston-2 AV
F

E Bway-Canal
F

Delancy-Essex
F

Norfolk-Delancy
M J

anhattan


Hudson River
Little W. 12th St.
Gansevoort
Horatio St.
Jane St.
W. 12th St.
Bethune Ave.
Bank St.
W. 11th St.
Perry St.
Charles St.
W. 10th St.
Christopher St.
Barrow St.
Morton St.
Leroy St.
Clarkson St.
GREENWICH VILLAGE
Hudson St.
Bleecker St.
W. 4th St.
Bedford Ave.
Grove St.
Commerce
Jones
Cornelia
Seventh Ave. S.
Carmine St.
Downing St.
Minetta
MacDougal
Ch. Pk.
Washington Pl.
Wash. Sq. W.
Wash. Sq. S.
E. Wash. Sq.
MacDougal Alley
Washington Mews
Waverly Pl.
Gay St.
W. 8th St.
E. 8th St.
University Pl.
Fourth Ave.
Astor Pl.
Lafayette St.
Great Jones St.
Bond St.
E. Houston St.
Bowery
Elizabeth St.
Kenmare St.
Broome St.
Delancy St.
Rivington St.
Stanton St.
1st Ave.
2nd Ave.
E. 1st St.
E. 2nd St.
E. 3rd St.
E. 4th St.
E. 5th St.
E. 7th St.
LITTLE ITALY
LOWER EAST SIDE
Washington Ave.
Greenwich St.
Renwick
Vandam St.
Spring St.
Dominick
King St.
Charlton St.
Vestry St.
Watts St.
Desbrosses St.
Holland Tunnel
Ave of Americas
Sullivan St.
Thompson
W. Broadway
Wooster Ave.
Greene Ave.
Mercer Ave.
Broadway
Crosby St.
Lafayette St.
Centre St.
SOHO
Grand
Broome
Spring
Canal St.
LaGuardia Pl.
W. Houston St.
Jersey
Prince St.
Stuyvesant
St. Marks Pl.
Waverly Pl
Greenwich St.
Gay St.
W. 9th St.
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W. 68th St.
W. 69th St.
CHELSEA
Lincoln Tunnel
Galvin Ave.
Dyer Ave.
Union Sq. W.
Union Sq. E.
5th Ave.
Madison Ave.
Park Ave. S.
Irving Pl.
Gramercy Pk. W.
Gramercy Pk. E.
E. 14th St.
E. 15th St.
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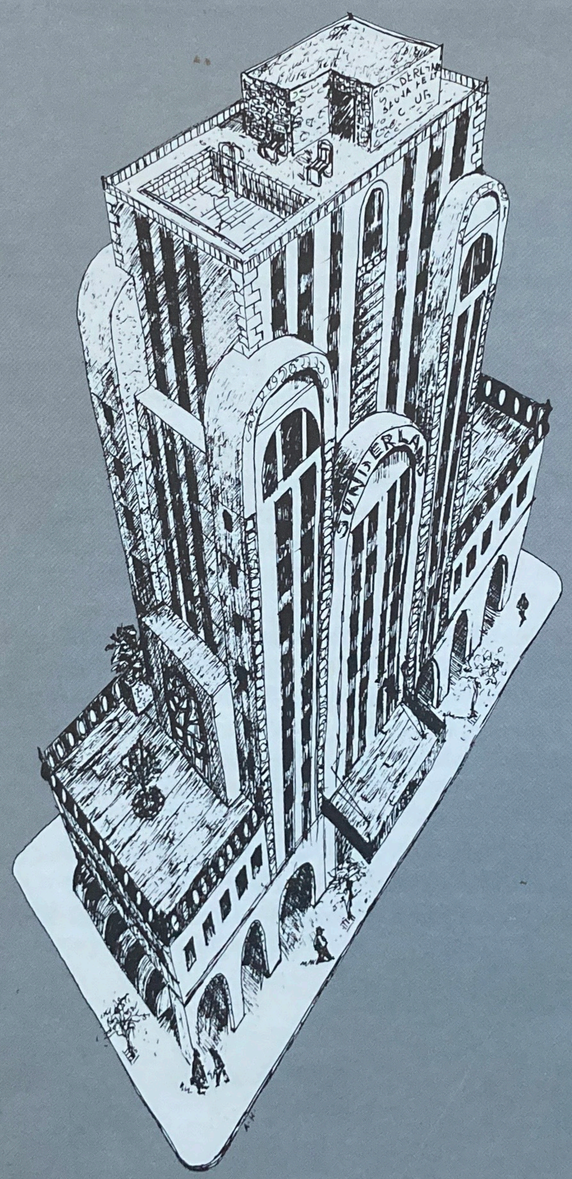
E. 69th St.
Rutherford St.
Perlman St.
STUYVESANT
Bus Terminal Access
MURRAY HILL
Queens Tunnel OUT
Queens Tunnel IN
Tudor City Pl.
MIDTOWN
SUTTON
IN
OUT
Henry Hudson Pkwy
Freedom Pl.
WEST SIDE
West End Ave.
12th Ave.
11th Ave.
10th Ave.
9th Ave.
8th Ave.
7th Ave.
Ave of Americas
Amsterdam Ave.
Columbus Ave.
Central Pk. W.
Central Park S.
5th Ave.
Vanderbilt Ave.
Park Ave.
Depew Pl.
Lexington Ave.
3rd Ave.
2nd Ave.
1st Ave.

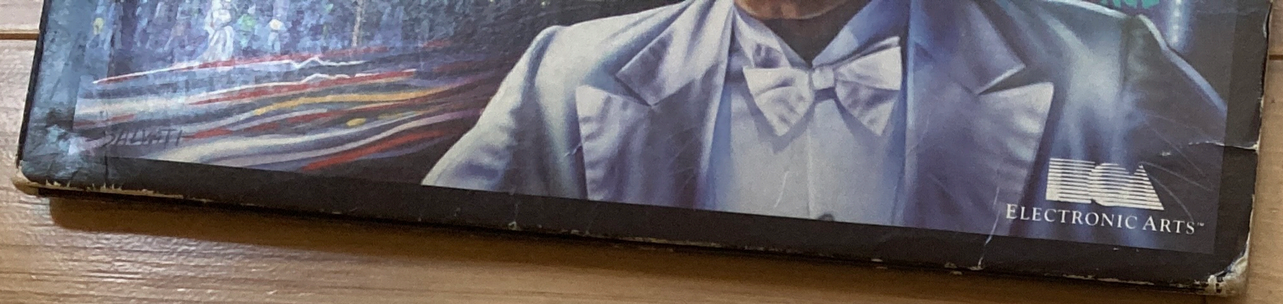


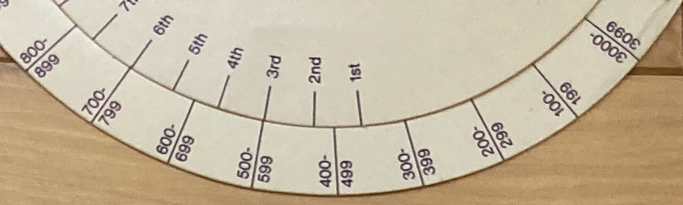
A Visitors Guide to New York City

Compliments of

The
SUNDERLAND HOTEL

53rd Street at 5th Avenue





S U N D E R L A N D

A Personal Message From The Manager

New York is not so much a city as it is a way of life. And like life itself, the best way to experience it is to live it. We at The Sunderland want you to have the best possible time during your visit to New York, and to make sure that you have everything you need to make your stay an experience to remember, we have included a few useful items in your "newcomer's kit".

Firstly, you will find a map of Manhattan, showing all the streets from the downtown Wall Street area all the way to 110th Street. Your map also shows the various subway systems that criss-cross the island, together with a street index so you can easily find your way around.

Secondly, this brochure includes a description of the most interesting and colorful New York neighborhoods ("Getting Around The Big Apple"), so you can "visit" them without leaving your hotel room. Of course, there is no substitute for being there in person, and your brochure will help you get the most out of that, should you desire to step out for an "adventure".

Finally, to help you find the right cross street as you make your way around Manhattan, we have included our patented little ***X-Street Indexer*** *(U.S. Pat. # NL-4563.18). To use the* ***X-Street Indexer****, align the avenue name on the inner wheel with the street address on the outer wheel. When you have aligned the two, simply look in the little window in the inner wheel to find the nearest cross street. For example, suppose you need to find 581 7th Avenue. Just align the* ***7th Ave*** *on the inner wheel with* ***500-599*** *on the outer wheel. The little window in the inner wheel will show you the nearest cross street. Now, what could be simpler?*

On behalf of the staff here at the Sunderland Hotel, we would like to wish you a pleasant stay in New York City. Please feel free to approach any of us for anything you may need to make your visit as carefree as possible. New York means different things to different people, and we suggest you venture forth and experience it to the fullest. Who knows — you may even discover your true self.

Hilton Rosenberg,
Manager

S U N D E R L A N D

New York's Distinguished

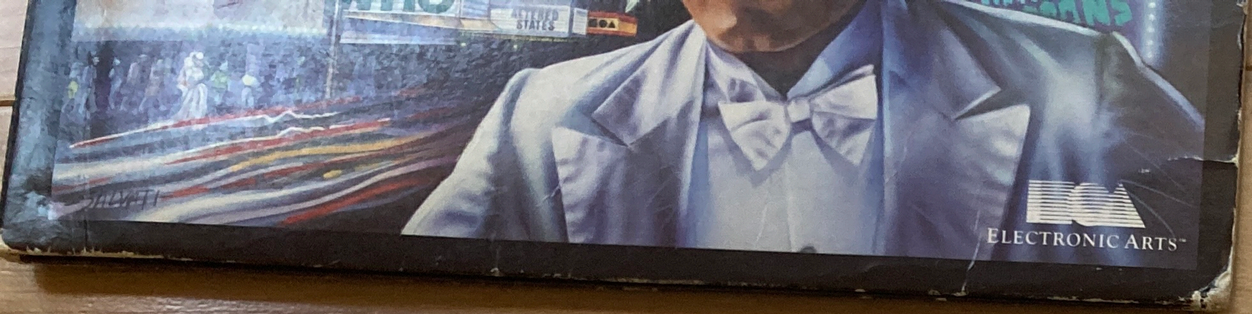
SUNDERLAND HOTEL

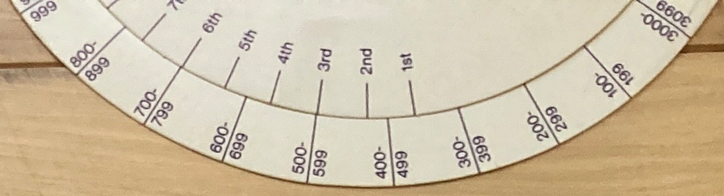
53rd Street at 5th Avenue

Impressively different in character, the distinguished Sunderland Hotel has a personality that sets it apart from other hotels on the New York scene. Quietly and modestly set in mid-town Manhattan, its charming friendliness has prompted many a passer-by to pause and admire its inviting atmosphere. Yet The Sunderland is but moments away from New York's bustling shopping and theater districts, providing guests with the best of all possible worlds to make their stay an experience to remember.

Upon entering The Sunderland, one instantly senses the gracious friendliness expressed in the warmth of rich decorator colors, luxurious carpeting, soft lights dancing from crystal chandeliers and lavish displays of freshly cut flowers. Even the mirrors tell a revealing story as they happily reflect the smile of welcome extended to every guest.

The Sunderland is a strikingly handsome building, towering some twenty stories above Manhattan and occupying almost an entire city block. Yet in character it retains a personal note found only in smaller hotels. After the first impression, the next will surely be one of unusual comfort, which is greatly apparent in the air-conditioned guest rooms as well as in the attractive restaurants and cocktail lounges. The Sunderland is indeed a hotel of many faces, all of which spell comfort, convenience and luxury to our pampered guests.



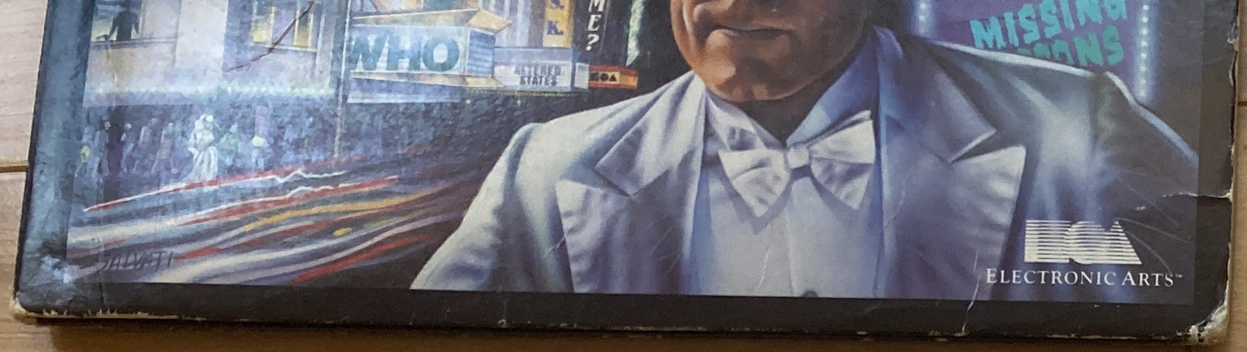


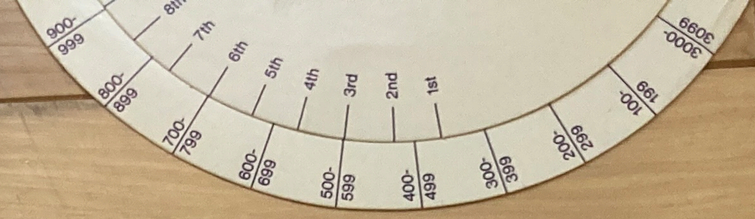
SUNDERLAND

SUNDERLAND HOTEL
Phone Directory

Front Desk	3
Room Service	4
Valet	5
Bellman	6
Security	7
Other Rooms	8 + #
Outside Calls	9 + #

Address Book





IDENTIFICATION

Name .....
Residence .....
City .....
Phone .....
Bus. Add. .....
City .....
Phone .....
Blood Type .....
In case of emergency, notify:
Name .....
Street .....
City .....
Phone .....
Insurance Agent .....
Social Security No. .....
Car License No. .....
Driver's License No. .....

NAME JA Jane Addams
ADDRESS
PHONE 555-1314

NAME AA American Airlines
ADDRESS
PHONE 555-5436

NAME
ADDRESS
PHONE

NAME CHELSEA H.
ADDRESS
PHONE 555-4312 Grade

NAME DRUGS - pharmacy
ADDRESS
PHONE 555-8422

NAME F° weather
ADDRESS
PHONE 976-1212

NAME FBI 6th and 1st
ADDRESS
PHONE 555-2712

NAME
ADDRESS
PHONE

NAME SUE G.
ADDRESS
PHONE 555-2783

NAME E. H.?
ADDRESS
PHONE 555-2259

Chris and Hyson
NAME INTERLUDE
ADDRESS
PHONE 555-5643

NAME
ADDRESS
PHONE

NAME KVETCH
ADDRESS complaint dept.
PHONE 555-4685

NAME J. L. 11th Street
ADDRESS
PHONE 555-8876

NAME
ADDRESS
PHONE

NAME .....
ADDRESS .....
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PHONE .....
.....

NAME KVETCH
ADDRESS complaint Dep.
.....
PHONE 555-4685
.....

NAME J.L.
ADDRESS 11th STReet
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PHONE 555-8876
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IDENTIFICATION

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NAME ..... Jane Adams
ADDRESS .....
PHONE 555-1314

NAME ..... AA American airlines
ADDRESS .....
PHONE 555-5436

NAME .....
ADDRESS .....
PHONE .....

NAME ..... CHELSEA H.
ADDRESS .....
PHONE ..... 555-4312 Crate

NAME ..... DRUGS - pharmacy
ADDRESS .....

NAME ..... F
ADDRESS .....
PHONE 9

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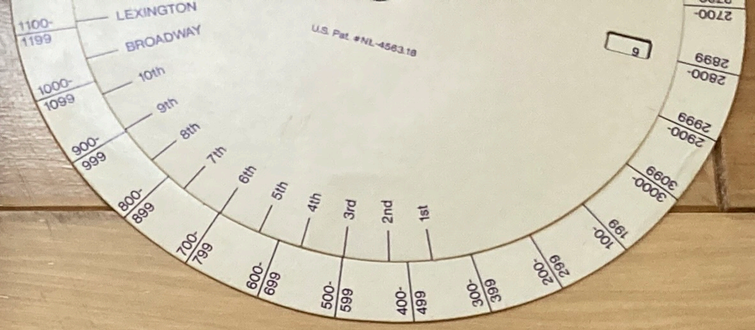
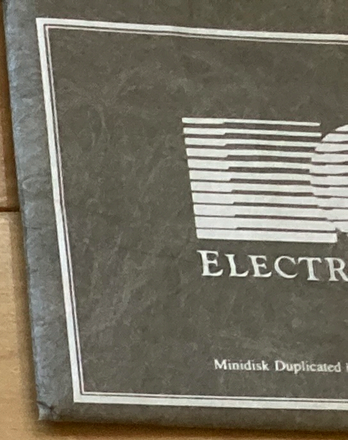




NAME
ADDRESS
PHONE

NAME LILA T.
ADDRESS
PHONE 555-2577

NAME R+J
ADDRESS Ray
PHONE 555-8749

NAME TTTT 25 W and 19th
ADDRESS
PHONE 555-6200

NAME SEX
ADDRESS
PHONE 555-4365

NAME
ADDRESS
PHONE

NAME SOFT ?
ADDRESS
PHONE 571-7171

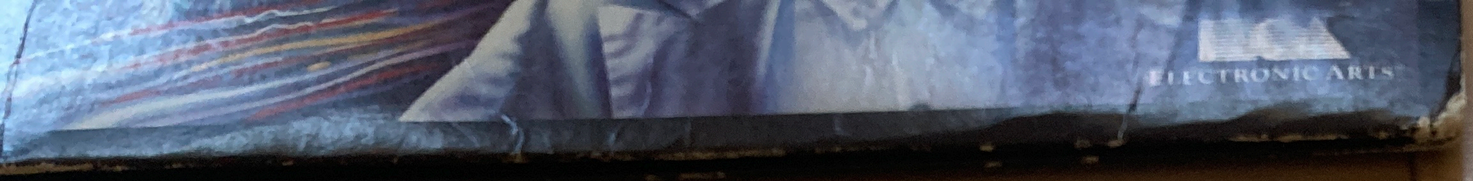
NAME WIT'S END ?
ADDRESS
PHONE 555-1315

NAME
ADDRESS
PHONE

NAME
ADDRESS
PHONE

ELECTRONIC ARTS™

Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.



NAME
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ADDRESS Ray
PHONE 555-8749

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PHONE 555-4365

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NAME
ADDRESS
PHONE

NAME WIT'S END ?
ADDRESS
PHONE 555-1315

NAME
ADDRESS
PHONE

ELECTRONIC ARTS®
tronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.

xYou'llxneedxtox

B. Axrealxbiblexwillxwork,xtoox. **xReadxJohnx1x**

C. Tryxgoingxtoxthexaddressxonxthexmatchbookxinxthexsatchelx

D. ThexpasswordxisxWithxGodx

12. HOW CAN I START TO SOLVE THE MYSERY ONCE I'VE LEFT THE HOTEL?

A. Callxallxthexnumbersxinxthexaddressxbook;xthexgamexwillxtellxyouxwhenx xyouxpassxaxphonebooth. xWritexdownxthexaddressesxandxvisitxeachxonex xandxalmostxallxthexhintsxbelowxwillxbexunnecessary.

B. Bexsurextoxvisitxthexstorexthatxrentedxthexcomputerxinxyourxhotelxroom.

C. It'sxthexUserxFriendlyxComputerxStorexatx56thxandxMadison

D. TryxvisitingxTinyxTykesxTalentxTown.

E. TryxvisitingxthexNewxYorkxHistoricalxSocietyxbetweenxnoonxandx2:ooxP.M.

F. Havexyouxrunxintoxanxartistxyet?x xWhenxyouxdo, xtakexhimxupxonxhisxofferx xandxfollowxhisxadvice.

G. Tradexclothesxwithxthexartist, xthenxgoxtoxWashingtonxSquarexParkx xandxdrawxportraitsx. xYouxhavextoxdoxthisxtoxfinishxthexgame.

H. Checkxatxthexhotelxdeskxforxsomethingximportantxyouxleftxthere.

I. Takexthexdiskxtoxthexcomputerxstore.

...Denisexatxfivexfivexfivexfivexfourxonexthree.

...wxDenise'sxinstructions.

...ARE THE ANSWERS TO THE RIDDLES?

...E 1

...nfiddlexaroundxorxtwiddlexyourxthumbs.
...rwisexriddlexthatxknowsxwhatxit'sxcalled.
...dlexisxthexanswer.

...E 2

...lexpunctuatexanxadventure,xdon'txthey?
...hatxpunctuatesxriddles?
...onxMarkxisxthexanswerx

...E 3

...oxhairyxproblem.
...growxolder,xsomexfindxthisxrightxoffxthextopxofxtheirxheads.
...isxthexanswer

...E 4

...exwillxhavexyouxinxtears.
...likexaxvegetable,xnotxlikexaxperson!
...thexanswer

...E 5

...'txtell.
...'txtell.
...xthexanswerxis...x(Axshotxringsxout;xthexhintxfallsxtoxthexfloor,xdead.)

NAME ADDRESS PHONE

NAME ADDRESS PHONE

NAME ADDRESS PHONE

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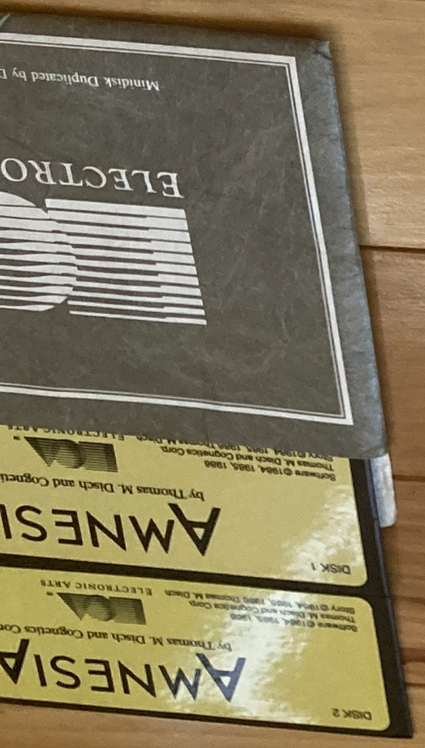
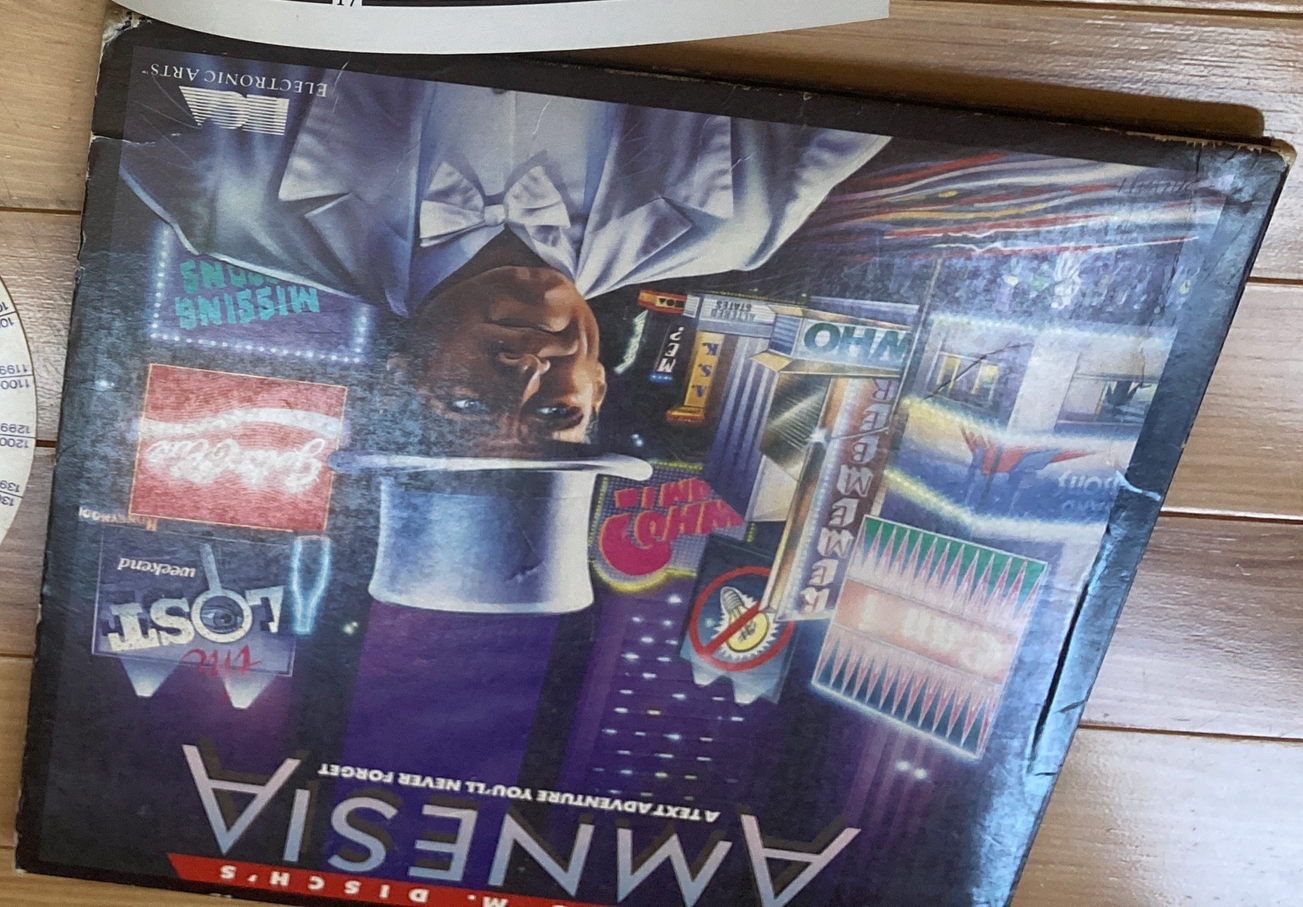
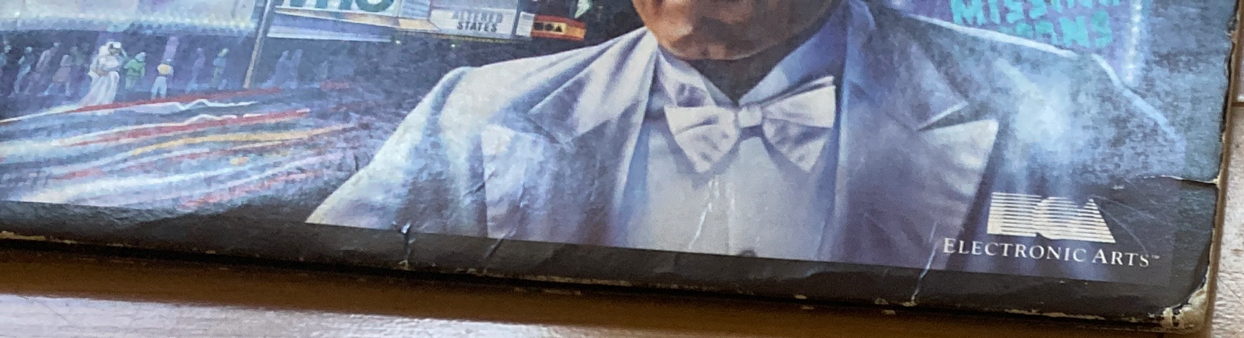
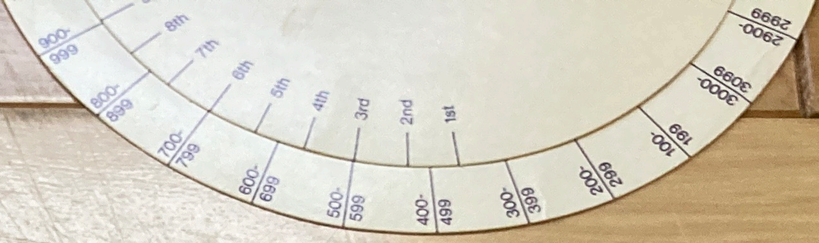
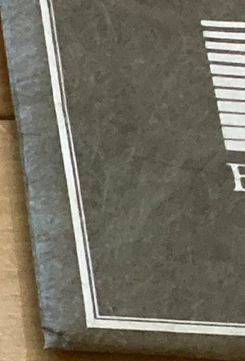




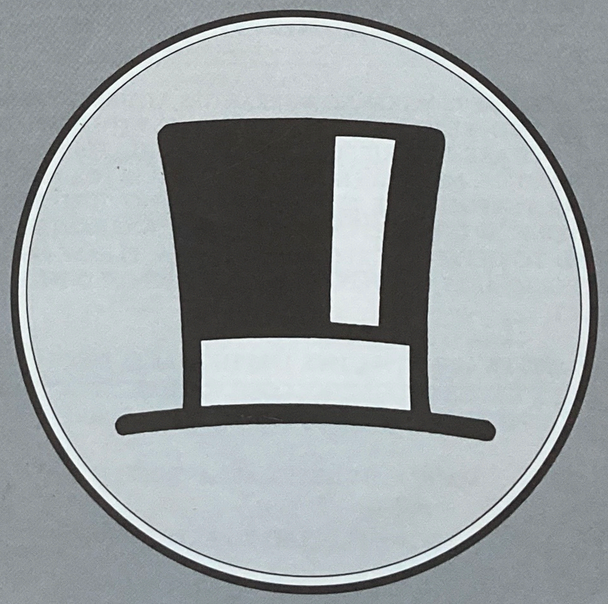






THOMAS M. DISCH'S

AMNESIA™

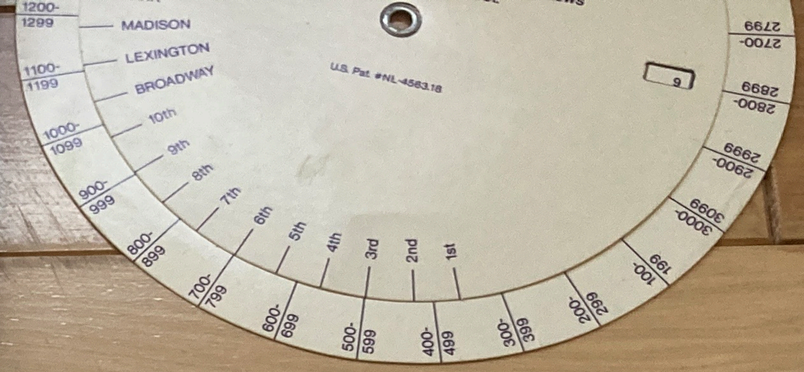


The Manual

111905

THOMAS M. DISCH'S

AMNESIA™



No, I don't
The salesman glares at you in such a ferocious manner that you fear for your life. He reaches behind your neck for the switch that will turn you off.

Run away and go up the escalator
You take the escalator up the the eighth floor, which seems to be an assembly area for the store mannequins. Some stand in front of full-length mirrors trying on and taking off different styles and positions of limbs. 'Hello,' says one particularly attractive blonde, jutting her hip to the side in a traditional posture of greeting. 'My name's Hugette, what's yours?

You try to answer her question, but you appear to have lost the use of your voice. Hugette seems not to notice. 'My full name,' she continues, 'is Hugette Wadju-Paiffer, with a hyphen. You have a very attractive head. Do you mind if I try it on?

Taking your silence as permission, Hugette takes a good grip on your head and slowly unscrews it from your neck. Then she gives it to you to hold while she tries to unscrew her own head. 'Oh dear,' she complains, 'It's stuck! Help me, won't you?' You set your head down on the counter behind you and take a firm grip on Hugette's head and try to twist it loose, but it's stuck to her neck as neatly as the cap on a jar of pickles.

'Stop!' she shrieks. You stop twisting — and then realize she did not mean for you to stop. She was yelling at another mannequin who has taken your head from the counter while your back was turned and is now running away with it up the escalator.

Chase the mannequin and get my head
You run up the escalator's moving steps to the ninth floor and arrive on the sales floor just in time to see the mannequin with your head under his arm taking the steps of an adjoining upbound escalator two at a time. A burglar alarm begins to shriek. An aged security officer takes hold of your wrist and demands to know where the fire is. The only answer you can give, voiceless as you are, is to point to the escalator where the thieving mannequin bears away with your head in triumph.

'I'm sorry, young man,' says the officer. 'But we can't have people going about the store without their heads or their shoes. That's the rule here at Oldman's. You'll have to come along with me.

Break away from the guard then chase the mannequin and get my head
You break free from his grip and you run up the escalator to the tenth floor, which is given over to Oldman's Shipping Department. None of the department's staff is anywhere in sight. You are standing in the midst of hundreds of boxes of all shapes and sizes, each stamped with Oldman's ornate monogram.

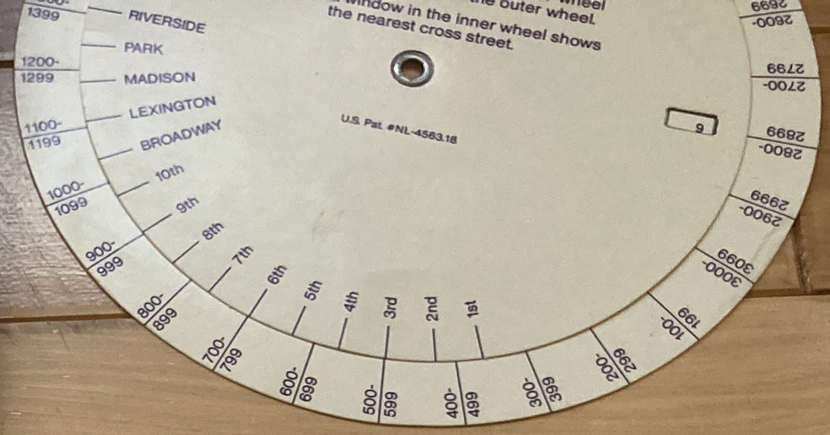
Faintly, from one of those boxes, you can hear your head calling to you: 'Help!' Your voice grows weaker, and your own strength is ebbing rapidly.

Open a box and look inside it
You open the box nearest at hand. It contains a ceramic vase, jade green with dark specklings. It won't do for a head.

Open a box and look inside it
You open another box. It contains a basket imported from Thailand. It's just about the right size for carrying your head, once you find it, but that's not much consolation.

Open a box and look inside it
You open a third box. It contains a large Gouda cheese from the Gourmet Grocery Department.

Listen for my voice then follow my voice then open the box and look inside it
You follow the sounds of your voice and open another box, which seems too small to contain your head. But there it is, still alive and breathing. Its eyes look up to you gratefully. Its lips smile. Then, to your horror, you realize your mistake: this isn't your head. It's an identical head that's been substituted for yours. This head belongs to ... to ... His name is on the tip of your tongue. But of course without a head you are also without a tongue. You wake, gasping for breath, and instantly the nightmare fades from your memory.



Hints

The hints you will find below are of two kinds: General and Specific. The general hints will provide you with common sense clues for getting through the game. You can read them without fear that they will "give the game away." The specific hints, on the other hand, should be approached with caution, since you may find yourself reading too much, and getting the whole answer when all you needed was a prod in the right direction. For this reason, we have encrypted them by inserting an 'x' in between each word, making them a little more difficult to read. Each question in the specific hints has more than one answer. The early answers are mere prods, while the later answers are giveaways. Let your judgment and your conscience be your guide. Beyond that, you're on your own.

GENERAL HINTS

"Save Game" periodically, cycling through the storage areas on a disk. That way if you take a wrong turn and are killed, you won't have to go back too far.

Be off the streets by midnight; to wander aimlessly later is to become a grim statistic of New York street life.

Hoard money carefully: it's hard to come by and you'll need it to eat.

Take notes on anything that might be a clue.

Eat regularly - the same way you would in real life. Make sure you get sleep at night. If the game warns you of hunger or tiredness, take heed!

The address book included in the package has invaluable numbers--but you can't call them until you've found the address book in the game!

Sometimes characters will give you a chance to ask them questions; try to keep a list of things you want to know about. Sample questions are:

"Ask John about Mary"
"Mary, tell me about John"
"John, who is Mary"
"Mary, what is amnesia?"

If you're trying for the highest possible score, be prepared to stay in Manhattan for quite a while. There are lots of things you can do in the game which earn you points, but which are not necessary for solving the mystery.

SPECIFIC HINTS

1. HOW CAN I FIND SOME CLOTHES?

   A. Tryxaxtogaxparty!x

   B. Maybexyouxcanxwrapxyourselfxupxinxsomethingx.

   C. Typex"Getxsheetxandxwearxitx"

2. WHERE CAN I FIND THE ADDRESS BOOK SO I CAN CALL THE NUMBERS?

   A. Wherexinxthexhotelxwouldxpeoplexleavextheirxclothesxandxpersonalxitemsxlyingx aroundxbesidextheirxrooms?x (Thexhotelxbrochurexmayxhelp).

   B. Tryxgoingxupstairsx

   C. Goxtoxthexhealthxclubxonxthexpenthousexlevelx

   D. Lookxinxthexlockersxinxthexguys'xlockerxroomx

   E. Hidexinxthexsaunax

3. HOW CAN I GET OUT OF THE TEXAS JAIL, OR AT LEAST GET FOOD WHILE I'M IN THERE?

   A. Toxgetxfoodx, xaskxveryxpolitelyxandxrespectfullyx

   B. Toxgetxfoodx, xsayx: xPlease,xsir.

   C. Whenxsomeonextellsxyouxsomethingx, xdon'txalwaysxbelievexthem.

   D. Don'txgivexupx. xKeepxtryingxnewxthingsx. xTherexisxaxwayxout.